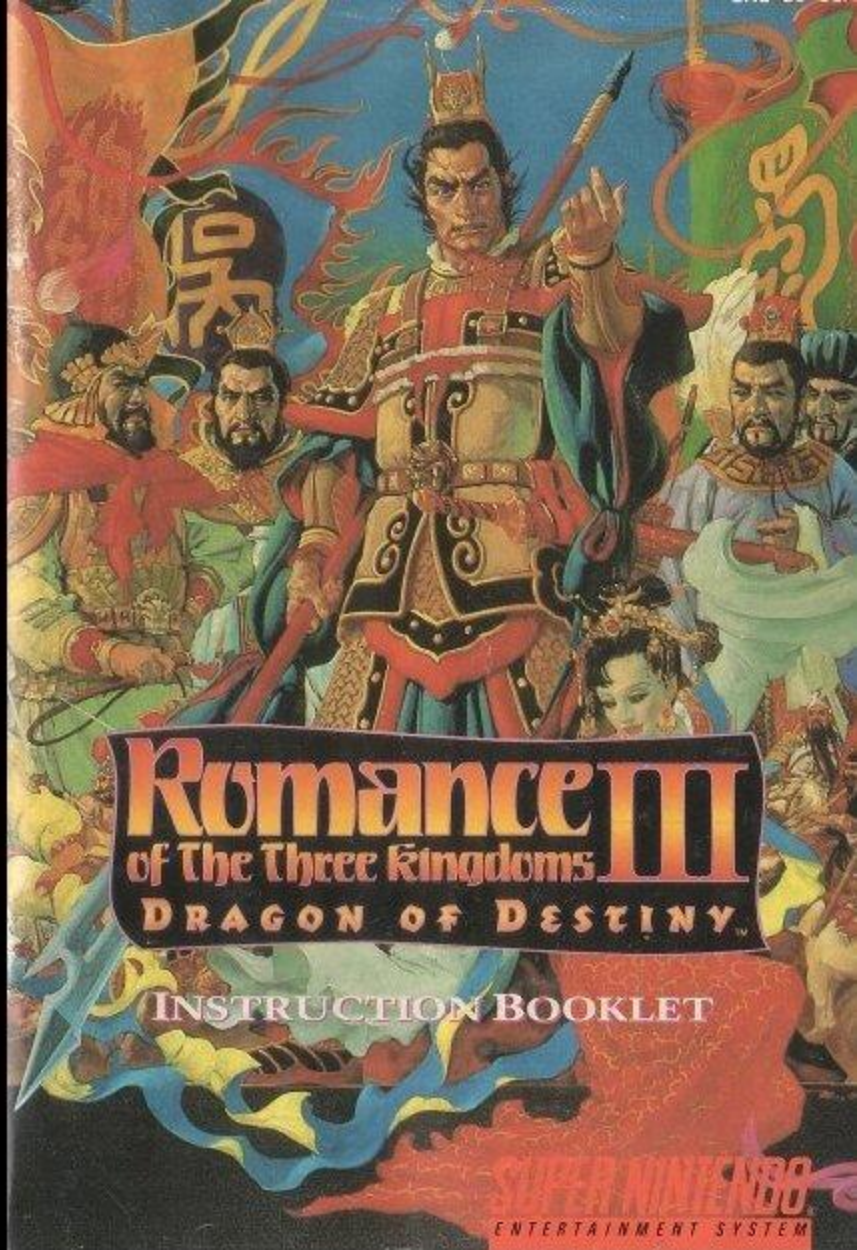

Romance III
of The Three Kingdoms
DRAGON OF DESTINY
INSTRUCTION BOOKLET
SUPER NINTENDO
ENTERTAINMENT SYSTEM

EmuMovies

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Romance III of The Three Kingdoms DRAGON OF DESTINY™

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Introduction

The Story of Romance of the Three Kingdoms

Until second century A.D. in China, the clan of Han controlled the Dragon's Throne, the Emperor's seat of power. Over successive generations the Throne was occupied by descendants of Han with little contest. There came a day, however, when the Throne was left unguarded and an ambitious warlord saw his chance to install new power at the palace. For the next century, China was torn apart by warlords, each seeking to unite the people under a new dynasty.

Romance of The Three Kingdoms III: Dragon of Destiny is the third game in the Koei Historical Simulation Series which recounts the history of China during the three kingdoms period. This game includes over 500 historical characters, and highlights rulers such as Cao Rui and Liu Chan who were destined to rise to power after their fathers, Cao Cao and Liu Bei. Six scenarios cover the three kingdoms period. Play an historical ruler, or create your own ruler and subordinates. Civil officers will aid your domestic endeavors and military officers will bring skill to your war tactics. Gain control of China and the Dragon Throne will be yours!

Your Goal

Your goal as a ruler is to occupy all 46 cities in China.

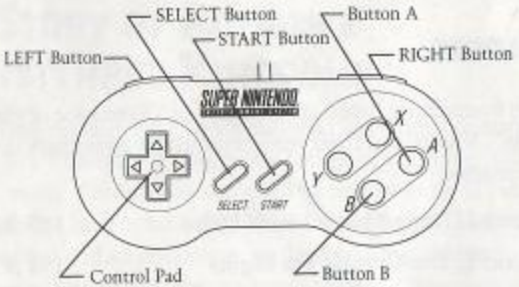
Scenarios

There are 6 scenarios based on the story of "Romance of the Three Kingdoms". Rulers and their territories in the game vary depending on the scenario.

Scenario 1. Dong Zhuo's Rivals Unite	**189 A.D.**
Scenario 2. The Chaotic Era Begins	**194 A.D.**
Scenario 3. Cao Cao's Power Expands	**201 A.D.**
Scenario 4. Zhuge Liang Plots Strategy	**208 A.D.**
Scenario 5. Liu Bei Builds Shu Kingdom	**221 A.D.**
Scenario 6. Three Kingdoms Fight Decay	**235 A.D.**

The Controller

Use either controller to play.



START Button

- Skip through the introduction to game set-up.

SELECT Button

- Access the Options Menu from the Main Display.

Button **A**

- Select highlighted commands and items.
- Answer YES to yes or no questions.

Button **B**

- Cancel selections.
- Answer NO to yes or no questions.
- End the command turn.

LEFT/RIGHT Buttons

- Hide the main windows to show the map.
- Push twice to view the city and battlefield numbers on the main map.
- Display the Battle Data on the battle map.
- Display the number of soldiers in each unit on the battle map.

Control Pad

- Move the cursor across the map.
- Move the cursor through the command menus.
- Scroll through lists or flip through pages of information.

Selecting Multiple Items In a List

Use the Control Pad to highlight an item and press Button A to select it. The selected item will turn blue. To cancel a selected item, highlight it and press Button A. When you are finished selecting items, hit Button B. If no items are selected, then the command is canceled.

Entering Numbers

Use the left and right arrows on the Control Pad to select the proper digit and use the up and down arrows to increase or decrease the value. To enter the maximum number, press the left arrow while the digit on the far left is flashing. Press the left arrow again to enter the minimum. Press Button A to enter the displayed value.

Selecting a City

Move the cursor to the desired city and press Button A. Cities you may select are displayed with a white triangle on the map.

KEY TO PLAY

1. Make sure the power is turned OFF.
2. Insert the ROMANCE OF THE THREE KINGDOMS III game pak.
3. Turn the game system ON.
4. The introduction will begin. Push START to skip to the game set-up.

STARTING A NEW GAME

1. Select **BEGIN NEW GAME** in game set-up.
2. Choose the scenario and the number of players. Select zero players at the game set-up to watch a computer demonstration.
3. Select the ruler you wish to play.
4. Select a game level.
5. Decide whether to watch wars between other cities.
6. Choose the game mode: HISTORICAL (Hist) or FICTIONAL (Fict).

HISTORICAL MODE: Personality, relationships, and compatibility of game characters are set based on the story of the Romance of the Three Kingdoms.

FICTIONAL MODE: Game data is not based on the historical facts. The game will develop differently every time you play, and game characters' actions will not be predictable. You may choose to have officers you created appear in the game as free officers.

7. Review your game setting. If everything is OK, select YES and the game will begin. To change the setting, select NO, and you can return to the item you want to change.

THE OPTIONS MENU

Press the SELECT button from the Main Display to access the Options Menu. Press Button B to close this menu.

STOP

Quit: Quit the game.

Save: Save your game before quitting if you want to continue later. You may save one game. By saving you erase any game previously saved.

Load: Resume a saved game.

MESSAGE SPEED (Spd)

Set the message display speed from 1 to 10. 1 is the fastest, 10 the slowest. The initial setting is 5.

WAR

Decide whether you want to view battles you are not directly involved in. You cannot change this setting during an extended war.

RESUMING A SAVED GAME

To resume a saved game at the game set-up, select **LOAD SAVED GAME**. You may also resume a saved game during game play, by selecting Stop-Load under the Options menu.

CREATING YOUR OWN CHARACTER

You may create and save up to 8 new rulers and 60 officers in the game. However, no more than 3 new rulers are allowed in multi-player games.

> **NOTE:** When you create new characters or modify saved character data, your saved game will be erased.

To create a new character, follow the steps listed below.

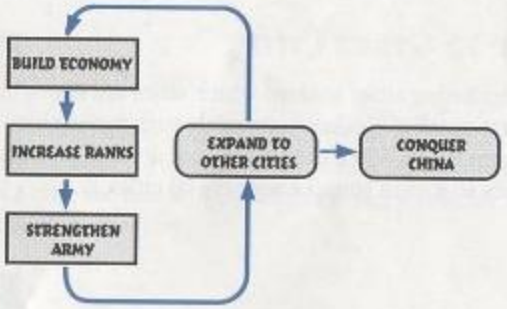
1. Select 3: ENTER OFFICER'S DATA at the opening screen. Choose the type of character you wish to create, and then whether to create a new character or modify a saved character.
2. Name your character. Use the Control Pad to move the cursor to access each letter. Press Button A to select a letter or Button B to erase one. After you have created a name, press the Left/Right Button to enter it.
3. Enter Birthday, Age, and Gender. For an officer, select the rank of either civil or military officer.
4. Determine Abilities. For a ruler, you gain 90 extra points for a character whose age is between 1 and 29, and 70 extra points for those aged 30 and up. Add the extra points to the 6 character abilities. Use the Control Pad to move the cursor to a desired ability and press the Left/Right Button to decrease or increase the value. The maximum value for each ability is 100. For an officer, press A to set Ability values as they are randomly generated.
5. Select Face. Press the Left/Right Button to see more options. There are 8 options for rulers and 30 for officers. Use the Control Pad to move the cursor and press A to select a desired face.

6. To change any part of the character data, answer NO when asked if everything is OK. Otherwise, you may create another character or press Button B to save the character data you have already created.

PLAYING A RULER YOU CREATED

1. In the new game setup, select the blank New Ruler box at the end of the ruler choices. Press Left or Right on the Control Pad to view the next new ruler selection, if available.
2. Select your home city from among the vacant cities on the map.
3. Decide whether to have officers under your rule. You may select up to three officers from among the officers you created. Selecting **NO** means you will not have any officers when you start the game.

GAME FLOW



All rulers and governors have one turn every month. You can issue as many commands as you wish for as long as you have officers able to carry out your orders.

Build Economy

To win this game, you need a strong economic foundation to back your military endeavors. Have someone developing cultivation at all times so you can reap the largest harvest possible for your city. Trade the extra food in for even more gold.

Increase Ranks

It's important to have plenty of officers in your service. Search for hidden officers, and recruit those with high abilities. Officers with high intelligence and charm will make excellent advisors, while officers with high political ability will be gifted civil officers.

Strengthen Army

A strong armed force is necessary for expanding your empire. Lift the morale and skill of your soldiers by rallying and training. Draft or hire additional soldiers to increase the size of your force.

Expand to Other Cities

Spy on neighboring cities to learn which cities are strong economically or strategically. Weaken your rivals with secret plots, and attack to gain lands. When the size of your domain increases, delegate a policy to govern some of your vassal cities.

Your Resources

Characters

Characters who are capable of executing commands are called officers. There are three types: Active Officers, Free Officers, and Undiscovered Officers. Active Officers actively serve under a ruler.

Ruler

You play the role of a Ruler. A ruler controls a state, which consists of a home city and possibly vassal cities. A ruler can execute both military and civil commands, as well as ruler-only commands. Your ruler may appoint an active officer as governor, general, advisor, civil officer, or military officer if his abilities are high enough for that rank.



Governor

Each vassal city has a governor who governs the city according to his ruler's commands. If you appoint a military or civil officer as governor of a city, the rule will be delegated and you won't directly issue commands in that city.



General

A general can execute military and civil commands. Only officers with high war ability, army/navy command, and charm are qualified to be generals. A general can work on assignments for only one month.



Adviser

An adviser can execute military and civil commands. Only officers with high political ability or intellect are qualified to be advisers. If you have more than one adviser, one will be the chief adviser, and the others will be deputy advisers. An adviser can be assigned to work on a task for only one month.



Civil Officer

A civil officer works on the administrative side of your government, on tasks dealing with domestic affairs and diplomacy. He can be assigned to long-term projects for up to 6 months. A civil officer cannot have soldiers, and therefore cannot participate in war or execute some of the military commands.



Military Officer

A military officer implements your military commands to build your armed forces for war. He can work on long-term assignments for up to 6 months, but cannot execute diplomacy and development commands.



Free Officer

An Undiscovered Officer becomes a Free Officer when he is discovered with Personnel- Search. A Free Officer becomes an Active Officer when he is recruited with Personnel-Recruit.

Successor

When your ruler dies from illness or at war, you need to appoint a successor from his officers. If there is no officer to select as a successor, the game will end. You cannot select officers who are fighting for joint invasion forces or for reinforcements. When a new ruler is selected, your officers' loyalty may change and some may resign to become free officers.

When a governor dies, you must appoint a new governor from among your officers. In a delegated city, a new governor will be appointed automatically. If there are no active officers to be appointed as the new governor, the city will become vacant.

Character Data



The following character data is available in the Character Data Window (Info - Own City - Officer), Character List Window (Info - List), and Commander Data Window (Info during war).

In the Character Data Window, the abilities increased by special items are displayed in yellow . Officers who have special items may have certain abilities over 100. (see Special Items).

Age

Every character in the game grows a year older every year.

Loyalty (Loy) (Max 100)

Officer's loyalty to his ruler. The Personnel - Reward command will raise this value, while a lack of salary will decrease it. Officers with low loyalty may leave you or rebel. Officers with high loyalty are not easily recruited or bribed by rival rulers.

Years in Service

The number of years the officer has been serving his ruler.

Soldiers

The number of soldiers the officer has. Soldiers leave when salaries are low or when disasters occur. Use Military - Draft or Hire to get soldiers and use Military - Assign to disperse them among your officers.

Intellect (Intl) (Max 100)

Knowledge of the art of strategy. An officer with high intellect is likely to succeed in his plots and be able to detect enemy plots.

Political Ability (Pol) (Max 100)

Ability as a political leader or an administrative officer. An officer with high political ability will have better results when executing diplomacy or development commands.

War Ability (Max 100)

Offensive strength in battle. The higher this ability is, the more damage the officer can inflict on his enemy. An officer with high war ability will also have a better chance of escaping from captivity.

Charm (Chrm) (Max 100)

Charismatic ability of the officer to administer your internal policy or act as a messenger. Use a messenger with high charm for success with diplomatic negotiations.

Army Command (Max 100)

Command of the army. An officer with 70 Army Command or higher may use Simultaneous Attack in land battle.

Navy Command (Max 100)

Command of the navy. An officer with 70 Navy Command or higher may use Simultaneous Attack in naval battle.

Training (Trn) (Max 100)

Training level of soldiers under an officer. The higher the training level is, the more war skills and mobility the soldiers may have in battle. Use the Military-Train command to raise training. The effect of training depends on the war ability of the commanding officer and the length of the training period. Adding soldiers to the officer's unit with the Military - Draft or Hire command will lower its training level.

Morale (Mrl) (Max 100)

The spirit of the unit. Lift it with Military - Rally. Normally, the maximum morale is 100, but it may rise to 120 during a battle. Military - Train will also raise morale, but no higher than 70. Soldiers with high morale can continue to fight even after food reaches 0.

Stamina (Body - Max 100 - Available Only At War)

Body strength of officers at war. The initial value is always 100. It may decrease when the officer is wounded.

City Data



The following data is available in the Main Window, City Data Window [Info - Own - or Info - Other - City], and Territory List Window [Info - Territory].

Population (PPLN) (Max. 3,000,000)

Total number of civilians excluding soldiers. The number decreases when the city becomes a battlefield or when it is stricken by disaster. It also decreases when you Draft or Hire soldiers. Your gold and food tax income increases as population grows.

Gold (Maximum 50,000)

The amount of gold in the city. It increases every January when gold is collected as tax. It also increases when you receive Help from another ruler in Diplomacy, when you Sell Food, and when you collect Emergency Tax.



Food (Maximum 3,000,000)

The amount of food in stock in the city. Food is collected as tax from people every July. It increases when you receive Help from another ruler in Diplomacy, when you Buy Food, and when you collect Emergency Tax.



Soldiers

The total number of soldiers in the city. Use Draft or Hire to increase this number. Every January and July, gold and food respectively is distributed to soldiers as salary.



Officers (OFCR)

The total number of officers in the city, including the ruler or governor. Each one's salary is paid every January and July (see Salary To Officers on page 40).

> **TIP:** Having many officers will help you govern well, but make sure you have enough gold and food to pay for all their salaries.



Economy (Maximum 9,999)

The level of economic development in the city. Raise this value with Development-Economy to increase your January tax income.



Land Development (Maximum 100)

The level of arable land in the city. Use Development-Land Development to raise this value and increase the amount of harvest, though the Irrigation and Cultivation levels will decrease as a result.



Cultivation (Maximum 100)

The level of cultivated land for growing rice as food. The value returns to its minimum value after harvest every July.



Flood Control (Maximum 100)

The level of flood control. Strong flood control will protect the city from flood and typhoon. This value drops when flood or typhoon strikes the city.



Irrigation (IRRI)(Maximum 100)

The level of irrigated land. Increase it with Development-Flood Control. A high irrigation level will help bring a bountiful harvest in July. Flood and typhoon lower this level.



Tax Rate (%)(Rate)(Maximum 100%)

The rate that gold and food are collected as tax in January and July respectively. If this rate is set too high, popular support will drop. Change the rate with the Emergency-Rate command.



Popular Support (Psup)(Max.100)

The level of people's loyalty to their ruler. If popular support is very low, a revolt may break out. Keep it high with the Personnel-Give command. Disaster, war, and Emergency Tax will lower support as well.



Crossbow, Strong Crossbow, Horse (Maximum 9,999 each)

The number of crossbow, strong crossbow, and horse units in the city. To increase each, you may ask for assistance from another ruler with Diplomacy-Help, or purchase some with Market-Buy Arms/Horse. You can organize a unit of 100 soldiers per one crossbow, strong crossbow, or horse unit.



Armored Galley, Battle Galley, Light Galley (Maximum 100 each)

The number of armored galleys, battle galleys, and light galleys in the city. Use Military-Ship to build them if you are in a city that has the capability.

Market Rate

The market rates for food, crossbows, strong crossbows, and horses. These rates fluctuate every month and vary from city to city.

Commanding Your City

Main Display

The color of values for Land Development, Cultivation, Flood Control, Economy, Popular Support, Food, Gold, and Tax Rate changes to indicate OK (Green), Caution (Yellow), or Warning (Red).



The Main Map

The Main Map appears when the Left or Right Button is pressed in the Main Display. Press the Left or Right Button again to show city and battlefield numbers on the map. To return to the Main Display, press Button **B**.



Main Commands

The Main Command Menu is shown in the Main Display. Every month you have a turn to issue commands for all the cities within your state. You may issue as many commands as you wish as long as there are officers to execute your commands. You may assign more than one officer to a single task. Civil and Military Officers may work on a task for up to 6 months.

Commands you cannot select are displayed in red.
The color of officer names indicates their status as follows:
Green: *Ruler, Governor, Advisor, or General.*
White: *Civil Officer, Military Officer, or Free Officer.*
Red: *Already executing a command. Cannot be selected.*
Yellow: *Engaged in a long-term task.*
Blue: *Selected for the current command.*
Purple: *Sick or wounded. Cannot be selected.*

When you are finished issuing orders for the month, press Button B. Review the result of your previous orders in the monthly report at the beginning of every turn.

Some commands can be executed only by characters holding certain ranks. The following marks indicate who can or cannot execute the command:

(Ruler)=Ruler only.

(Ruler/Governor)=Ruler, Governor only.

(X Military)=Military Officer cannot issue this command.

(X Civil)=Civil Officer cannot issue this command.

(Home City Only)=In Home City only.

Military (Milt)

Move

Move your officers to a neighboring vassal city. You cannot select a city under an extended war or under another ruler's control. If you move your generals to a vacant city, it becomes your vassal city. When you move all the generals away from a city, that city becomes a vacant city. You may transfer Gold, Food, Arms, Horses, and Galleys along with your generals. If you move your ruler or a governor, you must appoint a new governor.

Send

Transfer Gold, Food, Arms, and Horses within your state. During transportation, some goods may be stolen by bandits. You may send goods to a city at war only when it is on the defending side.

Rally (Rlly)(X Civil)

Increase the morale of the soldiers.

War

Attack a neighboring rival city or battlefield, or send reinforcements to a city where your troops are at an extended war. If you invade a city under the control of your ally, the alliance will be canceled automatically.

Draft (Drft)

Draft soldiers in groups of 100. It costs 10 gold and 100 food per group. You cannot draft soldiers if the population is less than 50,000, or if the number of soldiers exceeds the population. If you have more than one officer, you must assign new recruits to your officers. New recruits have much to learn, so your training level will decrease after a draft.

Hire

Hire skilled soldiers for 40 gold and 200 food per 100 soldiers. Hiring soldiers will not lower Training Level as much as Drafting.

Train (Trn) (X Civil)

Train soldiers to raise their Training Level. The effect of training depends on the War Ability of the officer in charge of the training.

Assign (Asgn) (X Civil)

Change the number of soldiers under your officers. First, remove the desired number of soldiers from one officer and then assign them to other officers. If soldiers are left unassigned when you finish this command, they will become civilians, and your population will increase.

Ship

Build galleys (Armored Galley, Battle Galley, and Light Galley) for naval battles. You may build galleys only in cities adjacent to a naval battlefield. An Armored Galley takes 6 months to build and costs 3000 gold, a Battle Galley takes 4 months and costs 2000 gold, and a Light Galley takes 2 months and costs 1000 gold.

Personnel (Pers)

Search (Srch)

Search for hidden talent in your state. The chances of finding someone depend on the political ability and charm of the officer you select for this task. A hidden officer becomes a Free Officer after being discovered. You may view his abilities with Info-Own-Officer before you recruit him.

Recruit (Recr)

Recruit a Free Officer in your state or an Officer in a rival state. To recruit an Officer in a rival city, you must first send a spy to view information on the city and the target Officer.

Once you have decided whom to recruit, you have four ways to persuade him:

Gold: Send a messenger to give the recruit gold.

Switch (SWTC): Send a messenger to persuade the recruit to switch sides.

Visit (VST): The ruler makes a personal visit to convince the recruit to join his force.

Item: Send a messenger to offer a special item to the recruit.

The new recruit's loyalty, ability, and character, as well as the charm of your messenger will all affect the success of the recruiting. If you are playing in Historical Mode, the success may also depend on the new recruit's compatibility with your ruler. If you successfully recruit the Governor of a rival city, it becomes your vassal city.

Reward (Rewd) (Ruler/Governor)

Give a reward to your officers to raise their loyalty. There are three ways to reward your officers:

Gold

You can give a maximum of 100 gold at a time. Giving gold is an effective way of raising the loyalty of officers with high charm.

Item 

Each item increases a certain ability of your officer. Items are in the hands of other rulers or discovered by chance. (See Special Items)

Book

If you don't have enough gold or items, you may give a book as a reward. However, books are not as effective as gold or items in raising an officer's loyalty. Books for reward are different from special item books.

Give

Distribute food among your people to raise Popular Support. By increasing their popular support, you can expect more gold from taxes in January and more food from the harvest in July. The effectiveness of this command depends on the amount of food you give and the population of the city, as well as the charm of both your ruler and the officer sent to offer the food.

Delegate (Delg) (Ruler)

Delegate your rule of a vassal city to its governor. Once a city's rule is delegated, commands are executed automatically according to the governor's judgment and the policy you set. When a military officer becomes a commander-in-chief and occupies an enemy city as a result of a battle, he becomes the governor of the city. In that case, the rule will be automatically delegated under domestic policy; you cannot control the city directly.

There are three types of policies that can be delegated to a city.

Military (Milt)

Build up military strength to expand your territory.

Domestic (Dmst)

Focus on domestic development and improve the harvest and the economy.

Balanced (Blnc)

Balance the policy between military and domestic activities depending on the circumstances.

There are three commands you can issue to change a city's delegation.

Delegate (Delg)

Delegate the rule of all the vassal cities under the same policy.

Direct (Drct)

Place the cities within your state under your direct control. You may directly control only those vassal cities where you have appointed an Advisor or a General as Governor.

City

Delegate your command only in selected vassal cities. Select a city whose rule you wish to delegate, and choose a policy for the city.

Appoint (Apnt) (Ruler)

Appoint an officer to the rank of Governor, Advisor, General, or Civil or Military Officer.

Fire (Ruler)

Dismiss an officer. A dismissed officer becomes a free officer.

Seize (Seiz) (Ruler)

Take away a special item from your officer. The officer's loyalty will drop.

Diplomacy (Dipl) (Home City Only)

These commands are used in your negotiations with other rulers. For Ally and Joint Invasion, you may wish to present an offering as a sign of your goodwill. With Exchange and Help, you will need to specify the terms you wish to trade or request, respectively. (See Diplomatic Negotiations)

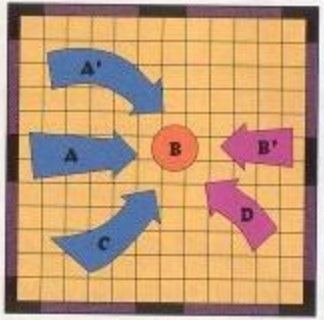
For the diplomacy commands, a list of rulers, their hostilities and their home cities will be displayed. Allied rulers' names are shown in green.

Ally

Ally with a rival ruler. The success of your alliance proposal depends on the rival ruler's hostility (Hstl), your messenger's charm, and the terms you present. An alliance pact decreases the hostility of the allied ruler, while invading an allied city or capturing an allied messenger will annul the alliance and increase the ally's hostility.

Joint Invasion (Jnt)

Propose making a joint invasion with a rival ruler into a third ruler's city. The agreement is valid for 3 months. When you begin the invasion, the rival ruler still has the option of backing out of the agreement. If he chooses to honor the agreement, he must also decide how many officers to send. You may ask for joint invasion forces from only one city. In a joint invasion operation, no more than six cities may participate in a battle from both attacking and defending sides as shown below.



A- Invasion Army
A'- A's friendly reinforcements
B- Defending City's troops
B'- B's friendly reinforcements
C- A's joint invasion reinforcements
D- B's (allied) reinforcements

If your attacking side wins, you must pay a promised remuneration to the ruler who executed the joint invasion with you.

Truce (Trc)

Negotiate with your war opponent to end an extended war. Only the defending side can propose a truce.

Exchange (Exch)

Ask a rival ruler for an exchange of goods. Whether he accepts your offer or not depends on the terms you present, your messenger's charm, and the rival ruler's hostility.

Help

Ask your ally for material assistance.

Threat (Thrt)

Demand a ruler's unconditional surrender. Your success depends on the relative size of his power and his character. If he surrenders, you will acquire the rule of all the cities under his control. The former ruler becomes your officer, and his officers may also become your officers depending on their loyalty. If the threatened ruler ignores your threat, his hostility will increase.

Revoke (Revk)

Revoke an alliance. This command also cancels a joint invasion agreement with the ally, if there is any.

Info

Spy

Infiltrate one of your officers as a spy in a rival city to obtain information about the city. The spy will stay in that city for a set period of time or until discovered. To view information from your spy, use Info - Other City. The amount of information available to you depends on the ability of your spy and the duration of the spying period.

Own City (Own)

View the information of your home city.

Other City (Othr)

View information of your vassal cities, vacant cities, and rival cities where your spy is infiltrated.

For the above two commands you can view the following:

Officer (Ofcr): View information of each officer.

List: Display character data of all your officers in a list.

City: Display information of your home city as well as market rates for food, arms, and horses.

Territory (Terr)

List cities within your state to view all information at a glance.

Sort

Rearrange the order of your officers according to one of 8 values: Intellect, War Ability, Charm, Political Ability, Army Command, Navy Command, Loyalty, and the number of soldiers. The officers will appear sorted in the chosen order on every screen you view thereafter.

Battlefield (Bttl)

List the 22 battlefields in China and their ownership.

Battlefield names shown in blue are under your control, names in yellow belong to other rulers, names in white are vacant.

Development (Devl) (X Military Officer)

Implement development projects. You may spend up to 100 gold per project per month.

> **TIP:** For best results, assign a civil officer with high political ability to work on a development project and give the project ample gold and a long-term schedule.

Land Development

Expand the developed area of the city.

Cultivation

Raise the Cultivation Level. After the annual harvest in July, the Cultivation Level returns to its minimum value.

Flood Control

Raise the Flood Control Level.

Economy

Invest in the local economy to increase tax collection.

Plot

Devise a plot against a rival ruler or officer. For Bribe, Forged Letter, and Rebel, you must target a neighboring city and send a spy first to obtain information about officers there.

Hide

Send your officer to a rival city as a free officer. You may select only those officers who have 100 loyalty. If he is recruited there, you may have him switch over to your side during a war. However, if he is not recruited, he may return to your city.

If you send a Civil Officer, you may acquire information about the city from him every other month.

Bribe (Brib)

Bribe a rival officer so he will switch sides during a war. Whether this plot works or not depends on your messenger's Charm, your advisor's Intellect, and the rival officer's Loyalty and character. If he accepts your bribe, his loyalty will drop and he will switch over to your side at war while the plot is on. This plot is effective for three months.

Forged Letter (Frg)

Send a forged letter to a rival officer to cause a rift between him and his ruler. If this plot is successful, the officer's loyalty will drop and he may leave his ruler, or become more easily recruited by another ruler.

Rival (Rvl)

Plot a scheme to make two rival rulers fight against each other. Select two rival rulers and a messenger for each ruler. The success of this plot depends on the Intellect of your advisor and messengers, the rival rulers, and their advisors. If the rival rulers fall for this plot, their hostility against each other will increase and they may start a war.

Rebel (Rbl)

Persuade a rival Governor to rebel against his ruler. Success depends on your messenger's charm and the Governor's loyalty and character. If the scheme works, the Governor's loyalty decreases and he will seize the opportunity to rebel. If the rebellion is successful, he will proclaim his independence in that city and become a ruler of his new state. Use this plot to weaken a rival super power.

Market (Mkt)

Trade with the merchants. Use Info-Own City to view market rates in the City Data Window. The Input Number Window also appears, showing a minimum input value which reflects the market rate. Pay attention to the small window that shows the number of each item in stock and the food-soldiers statistic. Store as much food as the number of soldiers so that you will have enough food to defend the city in case it is invaded.

Sell Food

Sell food to the merchants. The minimum value shown is the amount of food you need to sell to get one gold in return.

Buy Food

Buy food from the merchants. The rate is the amount of food you can buy with one gold.

Buy Arms / Horse

Buy crossbows, strong crossbows, or horses. The rate indicates how much gold it costs to buy one of each.

Emergency (Emer)

Exile (Exl)

Leave your city and go into exile. You may take all of your home city officers with you, some of your soldiers, some of your gold, and as much food as those soldiers can carry. Officers you do not take from your home city and officers in your vassal cities will become free officers.

You are forced to go into exile in the circumstances when you are defeated in battle, captured, set free, and have no city to which you can return. In this case you cannot take your officers, food, or gold, but only your soldiers with you.

While in exile, you can execute only a limited number of commands. See Exile Commands on page 37.

Heal

If a doctor named Hua Tuo is in your city, you can invite him to treat your officers. If Hua Tuo is not in your city, you may order to search for him. Hua Tuo can heal all the wounded and sick officers.

Emergency Tax (Tax)

Collect gold and food as an emergency tax from the people. This is separate from the regular annual tax in January and July. You may use this command only once a month. How much you collect depends on popular support and population. Collecting emergency tax will lower popular support.

Tax Rate (Rate)

Change the rate for food tax in July and gold tax in January. Setting a high tax rate may decrease popular support.

Exile Commmands



While you are in exile, you can select only the following commands:

Move

Move to a neighboring city. You cannot move to a city at war. If you move to a rival's city, the ruler may capture your officers that have low war ability, depending on the ruler's hostility, character, and alliances.

Info

View information about the city you are staying in, your officers, and a list of officers. You cannot view data on other cities or their officers.

Settle (Sttl)

Settle in a vacant city and declare your rule there. The following month, you will be able to select main commands.

Managing State Affairs

Diplomatic Negotiations



Proposing a Negotiation

When you attempt to form an alliance or propose a joint invasion, you may wish to offer terms to the other ruler as a sign of your good will. On other occasions, you may wish to trade with other rulers, or request assistance from allies. There are 7 types of terms: Gold, Food, Crossbows, Strong Crossbows, Horses, Soldiers, and Special Items.

Soldiers may not be offered or traded, but only requested as aid. Conversely, Special Items cannot be requested for help, but may be offered or traded freely.

Receiving a Negotiation Request

When a messenger comes from a rival ruler for diplomatic negotiations, you have the following choices for your response:

Accept (Acpt) - Agree to the terms of the proposal.

Reject (Rjct) - Reject the proposal.

Term - Propose new terms for the diplomatic agreement. Use this command to present a counter term if you are not satisfied with your rival's proposal.

Advisor- Seek your advisor's opinion of the proposal.

Capture (Cptr) - Capture the messenger regardless of the content of the negotiations.

Info - View information to help form your decision.

City -View data of your home city.

Map- Display the main map to see the geographical balance of power.

Events and Disasters

NOTE: In the game, spring is from January to March, summer is from April to June, fall is from July to September, and winter is from October to December. This calendar was used in ancient China.

Annual Tax

Gold is collected every January as tax. Gold revenue depends on population, economy, tax rate, and popular support.

Harvest Tax

Food is collected every July during the harvest as tax. Food revenue depends on land development, cultivation, irrigation, tax rate, and popular support.

Salary to Officers

Gold in January and Food in July are paid as salary to officers and soldiers. If you are short of gold or food for salary, the officers' loyalty will decrease and some soldiers will desert.

Recovery of Wounded Officers

Wounded officers will recover within 6 months. Until an officer fully recovers, he cannot take on any task.

Officer's Loyalty

An officer's loyalty changes every month according to his compatibility with his ruler and his years in service.

Officer's Resignation

When an officer's loyalty is low, he may leave his ruler and become a free officer, or else go to serve under another ruler. Officers related by family to their ruler will always be loyal to their ruler when playing under Historical Mode.

Locust Outbreak

A locust outbreak can occur between spring and fall. Outbreaks affect popular support and cultivation, and decrease your food supply. It may spread to neighboring cities the following season but will subside in the winter.

Flood

A flood may occur in the areas near a large river in summer. Floods affect population, soldiers, cultivation, flood control, and popular support. Strong flood control and irrigation levels will minimize the damage.

Typhoon

A typhoon may occur in the summer. Typhoons affect popular support, cultivation, and flood control. Good flood control and irrigation will minimize the damage.

Epidemic

An epidemic may occur in any season. An epidemic lowers popular support, population, and soldiers. Officers may also become ill. It may spread to neighboring cities the following season but will subside at the end of the year.

Popular Revolt

A popular revolt may break out in any season. Revolts reduce population, soldiers, cultivation level, gold, and food. They are more likely to occur in cities where both popular support and the ruler's charm are low.

Rebellion

Officers may rebel against their ruler when their loyalty is low or because of a plot by a rival ruler. A rebellious governor who defeats his ruler will become the new ruler of that city. Officers there will either remain to serve him or leave to become free officers. The new ruler will be very hostile towards his former ruler.

Bonanza

A bonanza is an abundant harvest that brings a large amount of food in July.

Poor Harvest

Drought, heavy rains, typhoons, and floods are all events that may cause a poor harvest.

Yellow Turban Rebels

While you are in exile, yellow turban rebels may attack you. If you repel them successfully, they may flee leaving gold and food behind, and sometimes a few rebels will join your force of soldiers. If you are defeated, however, you will lose soldiers, gold, and food.

Special Items

The following 13 items each have an empowering effect. They will raise certain abilities of their owners and increase their loyalty. Give items to your officers with the Personnel-Reward command.

Books

Raise intellect and political ability.

War Manual of Sun Tzu
New Treatise of Meng De
Supreme Book of Magic
Way of Peace

> **TIP:** There are 7 copies of the War Manual of Sun Tzu. Giving one officer multiple copies of the War Manual has the same effect as giving him just one copy, so be sure to dispense the copies among different officers.

Swords

Increase war ability.

Sword of Trust
Sword of the Seven Stars
Black Dragon
Luminous Sword

Horses

Add extra mobility at war. A commander with a special horse will never be captured when he flees.

Red Hare
Stallion of Fierce Winds
Gray Lightning

Items for Rulers Only

Medical Book of Hua Tuo: Heals wounded officers in one month.
Hereditary Seal: Raises ruler's political ability and charm.

The Art of War

Before Battle

How Battle Starts

There are two circumstances that can bring about a war:

1. Order an invasion on an enemy city or battlefield.
2. A rival neighboring city invades a city or area under your control.

Where Battles Take Place

Wars take place in two locations: cities and battlefields. A battle in a city starts when a ruler invades a rival city. A battlefield war breaks out when a ruler invades a battlefield under another ruler's control or a vacant battlefield that an adjacent rival ruler counterattacks. There are 22 battlefields found on 4 different types of land: an open field, a mountain pass, a river, and the Great Wall. (See your game map). For a naval battle, you must have galleys.

Organizing Invasion Army (Navy)

1. Select officers to send to the battle as commanders and then select types of units the commanders will lead. A small window on the left shows unit types and their availability in hundreds. For example, a commander with 1000 soldiers may lead a Cavalry unit if 10 or more Cavalry units are available. There is no limit for Infantry units.

2. Decide who will be the commander-in-chief for the invasion forces. If your ruler or governor is one of the commanders, he automatically becomes the commander-in-chief and you must appoint an interim governor.
3. Decide how much gold and food to take.
4. Decide whether or not to request reinforcements if they are available.

Requesting Reinforcements

There are three circumstances when reinforcements can be requested.

1. Attacking Side

If you have planned a joint invasion with another ruler in the past 3 months, you may ask for reinforcements from an adjacent city within his state. Upon your victory, you must pay promised remunerations to your joint invasion partner. You may also ask for reinforcements from a friendly city.

2. Defending Side

If your city or battlefield is invaded, you may request reinforcements from one adjacent city within your territory. You may also send a messenger to ask for reinforcements from an adjacent city under another ruler's control. Upon your victory, the enemy's remaining gold and rice are divided as war booty between you and the ruler who aided you, depending on how many officers remain in his reinforcement troops.

3. Extended War

During an extended war, both attacking and defending sides may request reinforcements, but only from a neighboring city within each of their own states.
Reinforcement units are displayed in pink and positioned automatically when they arrive, unless they are joining an extended war.

During Battle

Positioning Units

When a war breaks out, the Battle Display appears. Position each unit in spaces indicated by red markers on the battle map.

Attacking units are displayed in red and defending units are in blue.

When attacking, choose a unit to carry food for the entire army. If this unit is destroyed, you will lose the food and the morale of your soldiers will drop sharply.

Battle Display

Press Button L or R to display the Battle Data.



1. Date
2. Time, Weather
3. City or Battlefield
4. Wind Direction

Press Button L or R once more to display the battle map. Use the Control Pad to view the whole map.



White Unit: Number of soldiers shown in Thousand's

Yellow Unit: Number of soldiers shown in Hundred's

Red Unit: Number of soldiers shown in Tens (Less than 10 is shown as 0)

Battle Commands



A unit will be highlighted with a red square for the command turn. Press Button B to rest a unit at its current position. By resting, the unit will gain 1 mobility point and recover 2 points in Stamina.

Move

Move units on the Battle Map. Each terrain type requires different mobility. A unit must stop when adjacent to an enemy unit, unless that enemy unit's morale is less than 20.

> **NOTE:** To invade a rival fortified city, you must either open its gate or climb a wall. Climbing requires at least 9 mobility points. If the training level or morale is low, climbing may be impossible. Cavalry units cannot climb.

Attack (Attk)

You can attack when an enemy unit is in range or when you are adjacent to the fortress gate.

Normal (Norm)

Attack an adjacent enemy. You can also use this command to break down a closed gate (red).

Simultaneous (Siml)

Attack an enemy unit simultaneously with adjacent allied units. The attacking commanders must have at least 70 Army (Navy) Command ability. The effect of the attack depends on the number of units and their soldiers, their war ability, and the terrain. By joining in a simultaneous attack, all participating attack units will use up their turns.

Surprise Attack (Surp)

A unit hiding in ambush can attack an approaching enemy unit when it moves near by. That unit will emerge from ambush after the attack.

Bow

Attack distant enemies with Crossbow units. Each Crossbow unit may carry a maximum of 15 arrows. The effect of the attack depends on the training level of the unit.

Firebolt (FBlt)

Shoot firebolts at distant enemies with Crossbow units. Each Crossbow unit may carry a maximum of 8 firebolts. The effect depends on the training level of the unit.

Charge (Chrg)

Attack by charging through an adjacent enemy unit. If the enemy unit is not completely destroyed, your unit will be pushed back to the original position or pushed out to the other side of the enemy unit.

Personal Combat (Cmbt)

❶ Defending Commander Stamina (blue)



❷ Attacking Commander Stamina (red)

Challenge an enemy commander to personal combat. Your battle commander may refuse your order as well as accept an enemy's challenge without your permission. The enemy commander you challenge may refuse combat as well. Once the enemy accepts the challenge, you will have no control over the combat. A defeated commander will become your prisoner.

Plot

Success of plot commands depends on the intellect of the commander.

Fire

Set fire to an adjacent unit or open space. Success depends on the weather, terrain, and intellect of the commander. A unit caught in fire will lose soldiers. A fire may spread with the wind or subside if it rains. You may also set fire to galleys in naval battle.

Ambush (Ambs)

Infantry, Crossbow, and Strong Crossbow units are able to hide in ambush in grassland, forest, and hills. Ambush units become invisible on the map and can Surprise Attack enemy units . Units need 6 mobility points to move while in ambush.

Switch (Swtc)

Pursuade an enemy commander to switch over to your side. You may select enemy commanders whom you have bribed in advance (Brib), your infiltrators (Infl), or any other commanders (Any) but the commander-in-chief.

Incite (Inct)

Spread rumors among two adjacent enemy units. This may cause confusion and make them attack each other.

False Info (Cnfs)

Spread rumors to halt the enemy's movement and lower their morale.

Extinguish (Ext) (Naval battle only)

Extinguish fire on a galley. An attempt to put out fire may not always work.

Info

Ally

View data of allied commanders. This does not count as a command turn.

Enemy (Enmy)

View enemy commanders. The range of view depends on the intellect of the commander who carries out this command.

Flee

Withdraw your units to a neighboring friendly city or a vacant city. Your home city will be displayed in yellow. In a city battle, only the defending side may withdraw to its castle. Commanders that withdraw to their castle cannot rejoin the battle unless it extends into the following month.

All (Commander-In-Chief Only)

Withdraw all the allied units, including joint invasion forces, to a neighboring friendly city or a vacant city.

Evacuate (Evac) (Defending Side Commander-In-Chief Only)

In a city battle, evacuate your reserve commanders (including civil officers) from the castle to a neighboring friendly city or a vacant city.

Join (Defending side only)

Order reserve commanders or evacuated commanders in your castle to join the battle. The commander executing this command must be positioned in one of the castles.

Delegate (Delg)

Delegate your command of all units to the computer. You will not regain the command until the battle ends.

NOTE: When your city is invaded and your advisor participates in the battle, he may suggest you dig pitfalls outside your city wall to trap enemy soldiers.



Terrain

There are 17 types of terrain, shown in the table below. Mobility means the mobility required for a unit to move one space.

Terrain	Mobility	Defensive Strength	Flammability
Plains	2	4	7
Road	1	4	7
Bridge	2	4	7
Grassland	2	5	8
Forest	3	8	10
Hill	3	8	5
Building	3	7	5
Closed Gate *1	XX	–	–
Castle	3	10	2
Wetland	5	2	–
River	7	1	–
River *2	2	1	–
Wall	9	2	–
Rampart	3	9	3
Mountain	XX	–	–
Cliff	XX	–	–
Open Gate	2	4	2

*1 - Defending side may pass through a closed gate
*2 - In a Naval Battle
XX - Impassable

Unit Types and Mobility

There are four types of army units and three types of navy units. Their mobility varies as shown in the table below. The maximum mobility is 10. Infantry, Crossbow, and Strong Crossbow unit mobility changes according to the morale of the commander and the training level of the unit.

Unit Type	Mobility	Range
 Infantry	2	–
 Calvalry	3	–
 Crossbow	2	2
 Strong Cr.Bow	2	3

Type of Galley	Mobility
 Light Galley	8
 Battle Galley	6
 Armored Galley	4

After Battle

Conditions for Victory

Attacking side:	Defending side:
Occupy all the enemy castles.	Defend a battlefield for 20 days.
Reduce the enemy's food and morale to zero.	Reduce the enemy's food and morale to zero.
Capture all the enemy officers or force them to flee.	Capture all the enemy officers or force them to flee.
Capture the enemy commander-in-chief.	Capture the enemy commander-in-chief.

Extended War (Fortified City Battle Only)

If a city battle does not end within 10 days, the war is interrupted for monthly orders. After you have completed orders to your other cities, the extended war will continue.

Post-war Settlements

If the attackers win, they will take over the defeated city (or battlefield). The attacking commander-in-chief will become the new governor of the city.

If your side is victorious, you must decide the fate of your prisoners. You may choose to Recruit, Set Free, or Capture.

If your invasion forces flee, your prisoners will return to their city.

If your ruler is captured when you lose a battle, he may be set free or captured. If your ruler is captured, you must select a successor to continue the game. If you are set free, you have no choice but to go into exile (See Exile Commands).

The Age of the Three Kingdoms

Scenario 1: Dong Zhuo's Rivals Unite (189 A.D.)

At the end of the second century, Emperor Ling of the Han dynasty died, setting off a power struggle at court. Yellow Turban Rebels rose up to overthrow local officials, and the nation plunged into chaos. When an order went out to suppress the rebels, many rulers raised troops to defend the throne. Among these lords were Cao Cao, Liu Bei and Sun Jian.

The capital, Loyang, was taken by Dong Zhuo as he put down court rivals. Dong Zhuo made an ally of Lu Bu by giving him the Red Hare, a magnificent horse, and seized control of the court army. Ruthless Dong Zhuo took power, proclaimed himself Prime Minister, and embarked on a path of tyranny.

Regional nobles around China wanted revenge. Cao Cao formed a league against Dong Zhuo with Yuan Shao as leader. Liu Bei, with Guan Yu and Zhang Fei, pledged to preserve the Han Dynasty and joined the league with Gongsun Zan. Other rulers turned to expanding their own domains.

The Han Dynasty closed and an era of continuing war began.

Scenario 2: The Chaotic Era Begins (194 A.D.)

Cornered by Cao Cao's League, Dong Zhuo set fire to Loyang and fled to Chang'an where he declared his new capital. But he was eliminated by Lu Bu, supposedly his confidant, as part of a plot by Dong Zhuo's minister Wang Gou. Wang Gou took power after Dong Zhuo's demise and promoted Lu Bu to command his military. But the troops were restive under him because of the unending tyranny, and his authority was short-lived.

About the same time, Sun Jian moved into Loyang and laid hold of the Hereditary Seal, which he found in a well. The day after he gave the Hereditary Seal to his son, Sun Ce, however, Sun Jian died. The authority of the Han family now expired, the empire dissolved into civil wars.

Cao Cao attacked Tao Quian of Xu Zhou for killing his father, and Liu Bei headed off to his defense with the help of Zhao Yun and troops borrowed from Gongsun Zan. In the battle Tao Quian was destroyed, leaving Liu Bei in charge of Xu Zhou and with growing power. But, through the strategem of Cao Cao, Lu Bu wrestled Xu Zhou from Liu Bei. Having lost his base of power again, Liu Bei gave in to Cao Cao.

Scenario 3: Cao Cao's Power Expands (201 A.D.)

Cao Cao was on the verge of ruling all of China. Yuan Shu, who had taken the Hereditary Seal from Sun Ce for a loan of troops, assumed the title Emperor. However he was unable to gain the loyalty of the people, sought help from Yuan Shao, and succumbed to illness while on a march.

Yuan Shao destroyed Gongsun Zan and gained power north of the Yellow River. Then, on the banks of the Yellow River, Yuan Shao and Cao Cao went to war. Cao Cao defeated Yuan Shao in the year 200.

Meanwhile, Liu Bei, who had lost Xu Zhou, joined Yuan Shao's camp. His brother Guan Yu was captured by Cao Cao, but escaped back to Liu Bei They turned back Cao Cao, only to lose. Seeking help from Liu Biao, Liu Bei was welcomed into Jing Zhou.

In Jing Zhou the "Peach Tree Oath" was tied between Liu Bei, Zhang Fei, and Guan Yu. The sworn brothers pledged to rescue the Han dynasty. Liu Bei then enlisted the virtuous Zhuge Liang by pledging his utmost sincerity. He agreed to Zhuge's plan to divide China into three parts and set about building his stronghold in Jing Zhou.

Scenario 4: Zhuge Liang Plots Strategy (208 A.D.)

Prime Minister Cao Cao launched a campaign against his rivals to the south. In Jing Zhou, Liu Biao died and his successor Liu Zong surrendered to Cao Cao without a fight. Liu Bei fled with the terrified people of Jing Zhou following.

Meanwhile, Sun Quan was seeking an alliance with Lu Su and Liu Bei. Upon a proposal from Lu Su, Zhuge Liang went east to Wu. Zhou Yu added his forces to those of Sun Quan, and a new federation was formed. The united forces of Wu and Jing Zhou decided to force a battle on Cao Cao.

The two armies faced off from either bank of the Yangtze River. Exhausted by long months of war, Cao Cao's army was stricken with plague. Exploiting this, rising hero Pang Tong led Wu and Jing Zhou to encircle them. All Cao Cao's boats were chained together, rendering them helpless against a fireboat sent into their midst. A wall of flame rose from the Yangtze as Cao Cao's navy caught fire. This was the battle at Red Wall.

After Red Wall, Liu Bei gained control of Jing Zhou and Yi Zhou, but his relations with Sun Jian deteriorated as Sun Jian tried to take Jing Zhou. Liu Bei left Guan Yu to defend Jing Zhou, but Lu Meng, who became general of Wu after Lu Su died, formed an alliance with Cao Cao and they besieged Jing Zhou in a pincer attack. Guan Yu was beheaded after this battle, leaving Liu Bei without one of his best generals, and without a stronghold again.

Scenario 5 : Liu Bei Builds Shu Kingdom (221 A.D.)

When Cao Cao, who had become King of Wei, died, his son Cao Pi forced the abdication of the Emperor and became Emperor himself. Unwilling to give in, Liu Bei took the title Emperor of Shu and appointed Zhuge Liang his Prime Minister.

The first decision Liu Bei made as Emperor was to seek revenge for Guan Yu, who had been destroyed by Lu Meng. Zhao Yun tried to dissuade him, but Liu Bei turned a deaf ear. Zhuge Liang had long since stopped trying to leash his anger. With Zhang Fei leading, Liu Bei prepared to launch his attack. But, Zhang Fei was assassinated in his sleep by rebellious subordinates Fan Jiang and Zhang Da.

Sun Quan was given lordship over Wu by Cao Pi, now Emperor of the Wei Dynasty. After defeating Liu Bei's army at the battle of Yi Ling, Sun Quan pledged to wage war against Wei, thus severing ties with Cao Pi. Liu Bei supported war on Wei. China was now divided into three, just as Zhuge Liang had predicted, and the age of the Three Kingdoms—Wei, Wu and Shu—had arrived.

Entrusting Liu Chan into the care of Zhuge Liang, Liu Bei was struck with illness and passed away. Zhuge Liang fulfilled Liu Bei's last wish and became the advisor of the next Shu emperor, Liu Chan. Zhuge Liang set his sights on central China, but Wei general Sima Yi was waiting for him there. This began Zhuge Liang's five northern campaigns.

Scenario 6: Three Kingdoms Fight Decay (235 A.D.)

The repeated northern campaigns weakened Shu. After the loss of Zhuge Liang in the fifth campaign, the destiny of Shu was questionable. Jiang Wan succeeded him as Prime Minister. In his "Proclamation of the Dispatch of Troops" Zhuge Liang had proclaimed "the court and the government are one." This was to advise against a separation of the emperor as an individual and the role of the emperor as the head of state directing the future of the country. But the situation in Shu was a far cry from this ideal. Eunuchs like Huang Kao had usurped control and Liu Chan did little more than obey them. In Wei, Cao Rui weakened his people with an immense building project. Gongsun Yuan resisted the new dynasty and rebelled against Wei, proclaiming himself head of the Yan Dynasty. Sima Yi put down his rebellion. When Cao Rui died at the young age of 36, Sima Yi promoted Cao Fang to emperor, as Cao Rui had wished. In Wu, Sun Quan was still active and healthy, but after the death of the crown prince, a battle arose among his successors.

Of the three kingdoms, Shu began to collapse first. Wei was overthrown by Sima Yen, and the curtain fell to end an heroic era.

Character Profiles

Great Rulers

Cao Cao



Cao Cao is the most famous hero of the Romance of the Three Kingdoms. It was said that he would be "a wise ruler to govern the land, a great villain to ruin the land." After Dong Zhuo was overthrown, Cao Cao protected Emperor Xian. Cao Cao collected talent around himself and particularly prided himself on enlisting former enemies.

After destroying Yuan Shao in the Battle of Kuantu, he established a solid base in central China. After his great defeat at Red Wall by Liu Bei and Sun Qian, however, Cao Cao reformed his system, reassembling a greater navy than before.

In 211 his eldest son Cao Pi rose to Vice Prime Minister and together they became the true power behind the Han Dynasty. Cao Cao did not become emperor himself, but after him Cao Pi forced the Emperor Xian to abdicate and ascended to the throne. Cao Cao died in Loyang in the year 220.

Liu Bei



Although he became a mighty ruler, until the age of fifty Liu Bei was constantly in the service of others, including Gongsun Zan, Tao Quian, Lu Bu, Cao Cao, Yuan Shao and Liu Biao. This was mainly because he did not have a tactician able to restrain his magnificent warriors Guan Yu, Zhang Fei and Zhao Yun. This changed when Liu Bei enlisted Zhuge Liang in the year 208 as his tactician. Liu Bei's forces then formed an alliance with Sun Qian and defeated Cao Cao's forces in the Battle of Red Wall, securing a stronghold in Jing Zhou. Liu Bei then moved to Yi Zhou and declared the Shu-Han dynasty. After becoming Emperor, his expeditions to Wu were defeated time and again.

Sun Quan



Sun Quan was the second son of Sun Jian. He became ruler of Jiang Dong at his dying brother Sun Ce's behest when he was a mere nineteen years old. With a square jaw, large mouth and blue eyes, he may have had some non-Chinese blood. He searched wide for the most able talent, and just as Sun Ce had enlisted Zhou Yu, Sun Quan enlisted Lu Su.

When Cao Cao began his southern campaigns, Sun Quan opposed him on the advice of Zhuge Liang, Lu Su and Zhou Yu, and defeated Cao Cao at Red Wall. Thereafter, under the command of Lu Meng, he captured Jing Zhou from Guan Yu.

With the obvious military talent that Sun Quan gathered, he was able to establish one of the kingdoms that gave the Three Kingdoms period its name. In 229, he took the title of Emperor. He was praised as the only one of his illustrious family with the character to ascend to that rank.

The Combatants

Cao Pi

Cao Pi was a ruthless warrior and a learned man. He defeated his younger brother, Cao Zhi, in the contest to succeed their father, Cao Cao. With his tactician Sima Yi, he attempted to unite all of China under Wei.

Dong Zhuo

Dong Zhuo grabbed power through military strength and embarked on a rule of extreme tyranny from Loyang. When Cao Cao formed a league against him, he forced the emperor to move the capital to Chang'an. Under his misrule, life moved from bad to worse, and before long he was deposed by his own general, Lu Bu.

Guan Yu

Guan Yu was sworn brothers to Liu Bei and Zhang Fei. His reputation as a skilled swordsman earned him the gift of the Red Hare, the finest steed at the time, from Cao Cao. His unswerving loyalty and strength were crucial to Liu Bei's efforts.

Liu Biao

Liu Biao was famed as one of the "Eight Worthies of Jiang Xia." He welcomed Liu Bei to his base in Jing Zhou and sheltered him from Cao Cao. When Cao Cao attacked his stronghold, he entrusted his eldest son Liu Qui to Liu Bei.

Lu Bu

Lu Bu was a skilled martial artist of whom it was said, "Among men, Lu Bu; among horses, the Red Hare." After assassinating Dong Zhou, he sided temporarily with Liu Bei. He was ultimately defeated and destroyed by Cao Cao.

Sun Ce

Sun Ce was very skilled in martial strategies, but his offensives were ruthless. He earned the odd title of "Little Hegemon." In the year 200 he was attacked by an assassin and was eliminated.

Sun Jian

Sun Jian was the only general whom Dong Zhuo truly feared. Although his record of success was never tarnished, he was destroyed in battle at a young age of 37. His son, Sun Ce, carried on his example of courage and loyalty.

Yuan Shao

Yuan Shao was a leader in the attack on Dong Zhuo. His power grew to be a major force to be reckoned with in Northern China. His defeat at Kuantu to Cao Cao left him despondent and he lost the will to live two years later.

Yuan Shu

Yuan Shu rarely got along with his cousin Yuan Shao. He gained possession of the Hereditary Seal from Sun Ce, but dissipated his energies through excessive luxury, and was defeated by Lu Bu. He finally fled to seek the protection of Yuan Shao but was overcome by illness en route.

Zhang Fei

For Zhang Fei, action and brawn were what mattered on the battlefield. He wielded an 18-foot spear and fought relentlessly. His arrogant tactics aided Liu Bei in securing the province of Hanchung.

Zhuge Liang

Liu Bei welcomed Zhuge Liang into his camp in a famous testimony of his sincerity and eagerness to learn from such a virtuous man. Zhuge Liang responded with his plan to divide China into three realms, with Cao Cao in the north, Sun Qian in the south, and Liu Bei in western Shu. A temple vessel, he said, stands on three legs.

To rescue Liu Bei from Cao Cao's seige, Zhuge Liang rode to Wu alone and forged a federation with Sun Qian that led to a victory over Cao Cao at Red Wall. Liu Bei's forces thus gained their base in Jing Zhou.

After entering Shu, Liu Bei wanted to attack Wu. Zhuge Liang advised against it, but in the end Liu Bei attacked and suffered a great defeat. Liu Bei retreated to his stronghold and succumbed to illness. Thereafter Zhuge Liang pledged himself to advise Liu Bei's heir, Liu Chan. He formed a new alliance with Wu, began a southern campaign and captured Meng Huo seven times, forcing his submission.

When Sima Yi was stripped of command in Wei, Zhuge Liang launched his first northern campaign. Of four campaigns, none of his expeditions achieved victory over Wei. In the midst of the fifth campaign, Zhuge Liang was lost to illness in the year 234.

WARRANTY

90-DAY LIMITED WARRANTY

Koei Corporation warrants to the original consumer purchaser that this game pak shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, Koei will repair or replace the game pak at its option, free of charge.

TO RECEIVE THIS WARRANTY SERVICE:

1.Send in your Registration Card.

2.Save your sales receipt and the UPC code found on the game packaging.

3.If your game is still covered under a store warranty, return the game pak to the store at which you purchased the game.

4.If the game develops a problem requiring service during the 90-day warranty period, and is not covered by a store warranty, notify Koei Corp. by calling the Technical Support Dept. at (415)348-0500, between the hours of 9 a.m. to 4:45 p.m. Pacific Standard Time, Monday through Friday.

5.If the Koei Service Representative is unable to solve the problem by phone, you will be provided with a Return Authorization number. Simply record this number prominently on the outside packaging of your defective game pak, enclose your name, address and phone number, and return the game pak, FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, together with your sales receipt or similar proof-of-purchase (UPC code) within the 90-day warranty period to:

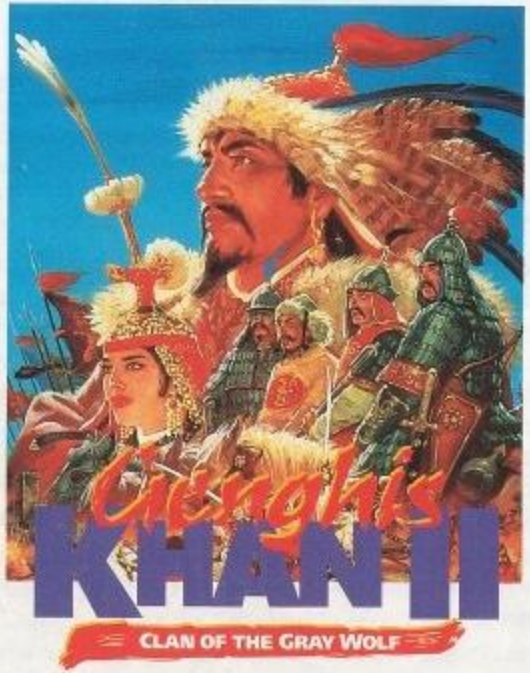
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There's a New Bully on the Block!



You're out to take more from your enemies than their lunch money! You're one awesome Mongol by the name of Genghis Khan and you're hungry for conquest. Asia's up for grabs and here's your chance to make a mark. Gather your Mongol hordes and get them psyched for battle. But remember, you're not the only one looking to expand. Your enemies have the knights, samurai and elephant units to ruin your day. Give your archers straight arrows, your Mongol horsemen riding lessons and your infantry a few good pairs of walking shoes. The fight is on and world domination is at hand! Everyone may hate a bully, but it sure can be fun!

FEATURES: 1-2 players, conquer Mongolia or the entire world, play Genghis Khan or eleven other world class rulers, battery back-up to save games.



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IT'S 1941 and the U.S. and Japan are ready to clash. Your goal is to control the Pacific! The schedule is exhausting: Pearl Harbor, Midway and the Philippines for starters. The Americans can depend on the Yorktown, Hornet and Nevada to run successful battle plays. But don't count out the Japanese carrier force and their top-notch kamikazes. The campaign is about to begin — It's time to pick your team and hit the battlefield!

P.T.O.™
Pacific Theater of Operations

FEATURES: 1-2 players, 9 scenarios, 250 historical ships, 10 difficulty levels, battery back-up to save games.



Nobunaga's Ambition

BE RUTHLESS, YOUR RIVALS WILL BE!

Oda Nobunaga, the mighty leader who strove to unite war-torn Japan, has returned. Now, as Oda, it's your turn to fight for control of Japan in this, the improved version of Koei's popular NES game, Nobunaga's Ambition. But, peace and order won't come easily! No one can be trusted in 16th centrury Japan.

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